

Assignment No: - 1

Problem Statement: - Installation of Unity and Visual Studio, setting up unity for VR development understanding documentation of the same.

Objective: - To learn about the unity software and installation process.

Theory:-

Virtual reality (VR):- is a simulated experience that employs pose tracking and 3D near-eye displays to give the user an immersive feel of a virtual world. Applications of virtual reality include entertainment (particularly video games), education (such as medical or military training) and business (such as virtual meetings). Other distinct types of VR-style technology include augmented reality and mixed reality, sometimes referred to as extended reality or XR, although definitions are currently changing due to the nascence of the industry.

Unity:- is a cross-platform game engine developed by Unity Technologies, first announced and released in June 2005 at Apple Worldwide Developers Conference as a Mac OS X game engine. The engine can be used to create three-dimensional (3D) and two-dimensional (2D) games, as well as interactive simulations and other experiences. gaming, such as film, automotive, architecture, engineering, construction, and the United States Armed Forces.

Unity Installation:-

1. Go to Unity's Download Page and click "Download Installer for Windows".
A UnityDownloadAssistant-x.x.exe file should be downloaded to your "Downloads" folder (where x.x is the current Unity version).
2. Open the downloaded installer. You will see a screen like this:
3. Accept the license and terms and click Next.
4. Select the components you would like to be installed with Unity and click "Next". Note: If you ever want to change the components, you can re-run the installer.
5. You can change where you want Unity installed, or leave the default option and click "Next".
6. Depending on the components you selected, you may see additional prompts before installing. Follow the prompts and click "Install"

Conclusion: - In this practical assignment we have learn about the installation of unity and successfully completed it.